KEMCO ▲ SEIKA

NES-CI-USA-1

THE BUGS BUNNY™ CRAZY CASTLE

INSTRUCTION BOOKLET

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME:

1. This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never dissassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. It could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alchohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

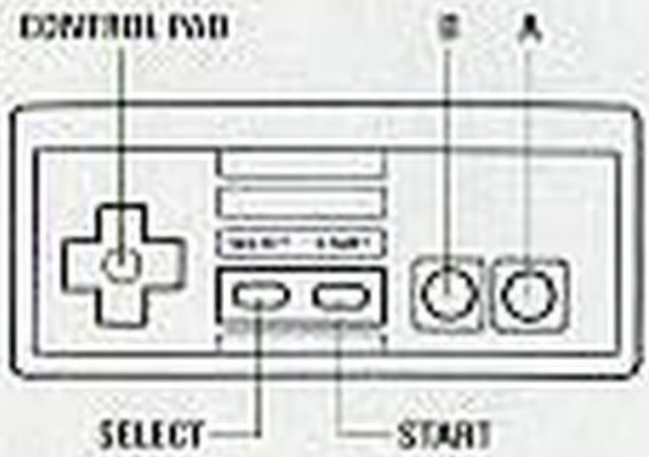
Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Welcome to the Crazy Castle!

Listen, Doc, it's up to you to guide me, Bugs Bunny™, through the castle and rescue Honey Bunny™. But don't think it's going to be easy! Those rascals Daffy Duck™, Sylvester™,

Wiley Coyote™, and Yosemite Sam™ have captured Honey Bunny and hidden her deep within the castle. Along the way we have to collect all the carrots while avoiding those rascals.

Ok, Doc, let's get going!



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Only controller 1 is used for this game.

Control Pad:

Used to move Bugs Bunny. Up and down directions are used to help Bugs climb stairs or enter the pipes. Also used to enter password letters and to select from menus.

SELECT Button:

Used to pause the game.

START Button:

Used to start the game and may also be used to pause the game during play.

A Button:

Used to release the boxing glove at one of the rascals.

B Button:

Same as the A Button.

HOW TO PLAY:

Starting the Game:

After Bugs Bunny appears from behind the brick wall, press START to begin the game.

Choosing the Level:

You can choose to start the game from the first level or enter a password to start from a higher level. These passwords are given to you as you complete each of the sixty levels. Use the control pad to move the triangle cursor to the desired choice and press START.

If you choose to enter a password, you will be given the opportunity to enter a four character code. Use up and down directions on the control pad to change the flashing character to another letter. Use right and left on the control pad to change character positions. Press START when you are done entering the password. If you enter the password correctly, you may begin play from the higher level. Otherwise, you will begin from the first level.

The Objective:

You begin the game with 5 lives. Your goal is to complete all sixty levels by picking up all the carrots on each level. If you are successful in completing a level, you receive an additional life. If you are captured by one of the rascals, you lose a life and have to start the level over again. However, you can safely pass the rascals through doorways and pipes.

If you lose all your lives, you will be given the chance to continue the game from the current level. To do this, use the control pad to highlight your choice and press the START button. Otherwise, you can start the game from the first level.

Controlling Bugs Bunny:

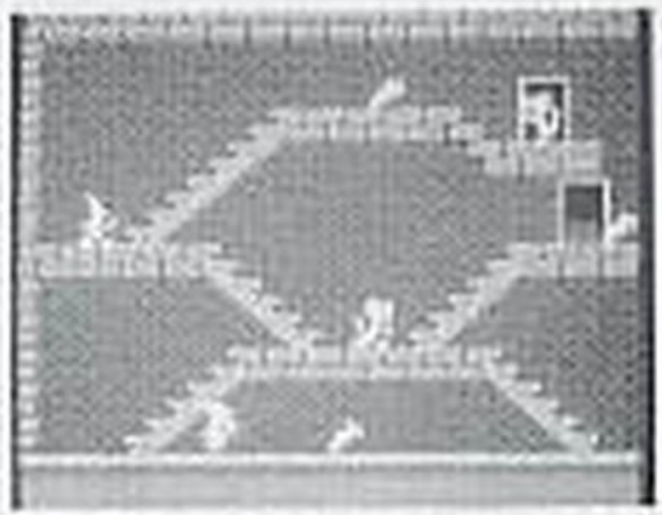
Bugs Bunny is an agile character. He can even survive jumps from high places. You can use right and left on the control pad to move him across the screen.

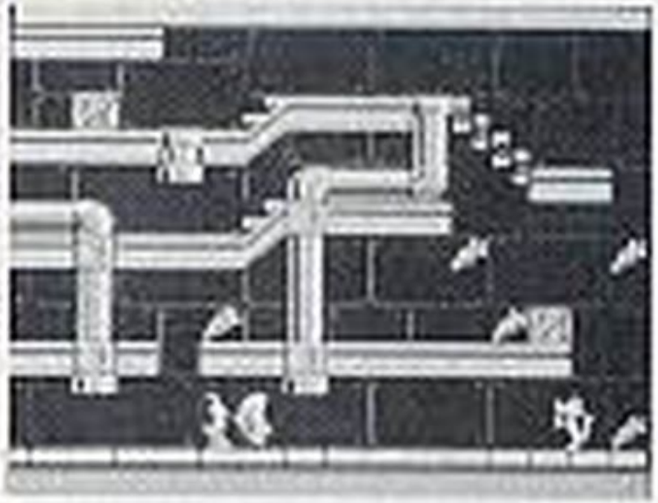
Climbing Stairs:

You can use the up and down directions on the control pad to help Bugs Bunny climb up or dawn the stairs. Simply push up or down on the control pad when he is at the start of the stairs.

Using Doorways:

Many levels have doorways that lead up or down to other floors. To use these doorways, push up or down on the control pad when Bugs Bunny is in front of the doorway.





The Pipes:

Some levels contain a maze of pipes that Bugs Bunny can use to escape. To enter the pipes, move to the entrance of the pipe and press up or down on the control pad. Bugs Bunny will appear at the other end of the pipe.

Other Items

There are a number of other items in the castle that you should look for:

Magic Carrot Juice:

By drinking the magic carrot juice, Bugs Bunny will become invisible for a short time.

Boxing Glove:

If you pick up the boxing glove, you can use it to throw a punch at one of the rascals. Press the A Button and the glove will be thrown in the direction that Bugs Bunny is facing.

Safe, Wooden Crate, Bucket, and 10 Ton Weight:

You can push one of these objects into the rascals, or push it off a floor so that it falls down on one of them.

The No Carrot Sign:

On some levels you may encounter a No Carrot sign. Be very careful! If you touch this sign, you will be immediately forced to play a special level. If you succeed in clearing the level, you will gain 3 lives. Otherwise you will be forced back 3 levels.

The Rascals:

Daffy Duck

Sylvester

Wiley Coyote

Yosemite Sam

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the relieving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90 DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Advance Game Pak ("PAK") (including Game Pak Accessories or Book Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 310-373-8127. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the SEIKA Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

Seika Corporation
3000 Marcon Avenue, Suite 100
Torrance, CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines that the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

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